TIME OF LEGENDS
Joan of Arc
Corruption and Sham
MYTHIC GAMES

Corruption and Sham

August 1409

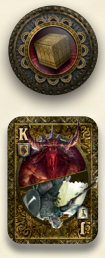
1409: Mont Saint-Michel is under attack, the Devil seeks to desecrate this holy isle and reap a harvest of corrupted souls. Heroes rush to defend the Mount but fall foul of the Devil's plan. To ensure that Heaven cannot thwart his diabolical scheme, the Devil has cast a ritual over the Mount rendering all flight, even his, impossible. However, the piety and sacrifice the heroic forces bleed onto the battlefield draws Heaven's attention and in order to ensure that there is no demonic victory, Archangel Gabriel is dispatched to return the Devil to his realm.

Unholy side

The Devil

Player 1

Hero
(Level 2 - Holy)



2 Foot Knights

4 Sergeants-at-arms

4 Provincial Militia

See Special Rule
The Archangel's Descent

Archangel Gabriel

Player 2

Mounted Hero
(Level 2)

2 Mounted Knights

2 War Hounds

5 Provincial Militia

Corruption and Sham is a Co-op scenario that can also be played as solo (see Variant: Playing Solo, p.5). At the beginning of the game decide how are you going to play this scenario (Co-op or Solo) and the level of difficulty (Medium or Hard).

Victory Conditions

Players win the game if the Unholy army is destroyed before the end of the 5th round.
Players lose the game:

- If at the end of 5th round the Unholy army is not destroyed.
- Depending on the difficulty, if a certain number of Unholy units are removed from the board (**Medium**: 2 units, **Hard**: 1 Unit).

Rewards

For each Corrupted Unit destroyed, players gain 1 .

Scenario tiles: 3, 4, 6, 7, 10, 11, 12, 13, 14, 16, 18

Deployment

Do not create a Sky board.

Before the beginning of the game, place the tokens numbered 1 through 4 face down in the blue deployment areas. Place then the tokens numbered 5 through 8 in the red deployment areas.
Flip all face down tokens.
Each token represents a group of units, as shown in the Unit chart (see Special rule **Unit Chart**), which are played by each player separately. Player 1 controls the units deployed in the blue areas, while Player 2 controls units deployed in the red areas.

Special Rules

Round Order

In this scenario, a round consists of the 6 following phases:

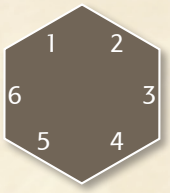
1) Council Phase
2) 1st Player turn
3) 2nd Player turn
4) The Devil's turn
5) Corrupted Units turn
6) Camp Phase

Demonic Behavior

In case of a gigantic attack, the *Devil* will always allocate its dice on the areas containing the most units, in the following order: Trample, Kill, Disrupted, Push. If multiple areas fulfill this criteria, players choose. Do not forget to roll 1 extra Gigantic dice due to *Devil*'s ability. The Devil always Follows up after his gigantic attack, if possible.

If the Devil's gigantic attack inflicts a Trample result, the *Devil* must Follow-up after combat if possible, and then perform a melee attack against the adjacent area containing the least enemy units. If multiple areas fulfill this criteria, the *Devil* will target that area following the Special Rule **Devil's Targets**. If there are still multiple areas, players choose one of them.

If one of the *Devil*'s attacks inflicts any Push result to enemy units, those units are Pushed following the Special Rule **Devil's Targets**, and according to this template. First unit is pushed back to area 1. Continue pushing units clockwise (2, 3, etc.) according to the template. If more than 6 units are pushed back start again from Area 1.



In this scenario, the *Devil*'s behavior follows precise rules: he will first try to perform action A and if that is not possible he will perform Action B.

A) The *Devil* performs a gigantic attack against an adjacent hex containing 4 or more enemy units. If multiple hexes fulfill this criteria, the *Devil* will target the North-Westernmost hex.

B) The *Devil* targets the area in the Northmost hex on the board containing the least enemy units. In case of multiple areas that fulfill this criteria, the *Devil* will target that area following the Special Rule **Devil's Targets**. If there are still multiple areas, players choose one of them. Place the *Devil* on a hex adjacent to the targeted area (if that hex contains any terrain elements, remove them from play before placing the *Devil* in the hex).
The *Devil* then performs a gigantic attack against an adjacent hex containing 4 or more enemy units. If no hex fulfills this criteria, the *Devil* performs a melee attack against the adjacent area containing the least enemy units. If multiple areas fulfill this criteria, the Devil will target the North-Westernmost hex.

Once per round, after the Devil has performed an action, roll the Doom dice:

- On a Rally result, the *Devil* performs a melee attack against the adjacent area containing the least enemy units. If multiple areas fulfill this criteria, the *Devil* will target that area following the Special Rule **Devil's Targets**. If there are still multiple areas, players choose one of them.
- On a Death result, the *Devil* performs a gigantic attack against an adjacent hex containing the most enemy units. If multiple areas fulfill this criteria, the *Devil* will target the North-Westernmost hex.
- On a Delayed Rally result, activate all Corrupted Units (Special Rule **Corrupted Units Behavior**). If there are no Corrupted Units on the board, roll the Doom dice again.
- On a Disrupted result, inflict 1 non-preventable Kill, to 1 enemy Character adjacent to the *Devil* by targeting first the Mounted Hero, then the Hero and finally Archangel Gabriel. If no Characters are adjacent to the *Devil* upon resolving this effect, players choose one of their units to suffer that Kill.

Corrupted Units Behavior

The Corrupted Units are trying to reach the Unholy Rally Point in order to leave the board. Each Corrupted Unit will first try to perform action C and if that is not possible they will perform action D.

C) If Corrupted Units are in an area with Unholy Rally point, remove them from the board.

D) If Corrupted Units are not in the area with Unholy Rally Point, they perform a Movement action towards Unholy Rally Point following the shortest path. In multiple paths fulfill this criteria Corrupted Units follow the path without enemy units. If non or all multiple shortest paths fulfill this criteria, players choose. If their movement is prevented by the presence of enemy units in the area, the Corrupted Units will perform a melee attack against these units' area instead of their movement action.

Devilish Corruption

Each time the *Devil* Disrupts or Kills a player's unit, place that unit in the free or allied area adjacent to the *Devil* closest to the Unholy Rally Point. If multiple areas fulfill this criteria, players choose. This unit is now Corrupted, and belongs to the Unholy army.
Whenever a Corrupted Unit suffers a Kill or Disrupted result, it is immediately destroyed.

Soul Siphoning

For each Kill result inflicted by the *Devil* to a player's unit, remove 1 Wound from the *Devil*'s unit board.

Desperate Measures

In this scenario, Upkeep doesn't need to be paid to keep Characters at their Level 2.
Anytime during Player's turn, spend 3 to retrieve the Reroll Token.

Unit Chart

Token number	*Units*
1	1 *Foot Knights* 1 *Sergeants-at-arms*
2	2 *Sergeants-at-arms* 1 *Provincial Militia*
3	1 *Foot Knights* 1 *Sergeants-at-arms* 1 *Provincial Militia*
4	*Hero Level 2* 2 *Provincial Militia*
5	2 *War Hounds*
6	1 *Mounted Knights* 2 *Provincial Militia*
7	*Mounted Hero* 2 *Provincial Militia*
8	1 *Mounted Knights* 1 *Provincial Militia*

The Archangel's Descent

Archangel Gabriel descends from Heaven to aid in the *Devil*'s defeat.
Medium difficulty: The *Archangel Gabriel* (Level 2) is deployed on any of the 2 Holy Rally Points at the beginning of the 3rd round.
Hard difficulty: The *Archangel Gabriel* (Level 2) is deployed on any of the 2 Holy Rally Points at the beginning of the 4th round.

When playing with 2 players, both players can activate *Archangel Gabriel* as long as there is no Order to his area.

The Devil's Targets

In this scenario, the *Devil* will always prioritize its attack targets using the following chart:
- *Mounted Hero*,
- *Hero*,
- *Mounted Knights*,
- *Foot Knights*,
- *Sergeants-at-arms*,
- *War Hounds*,
- *Provincial Militia*,
- *Archangel Gabriel*.

Rivalry

Units from the two allied armies cannot be located in the same area in this scenario, and can only be activated by their owner.

Teamplay

Orders played by either player aren't removed from the board at the end of their turn. They are only removed from the board at the end of each round. Interrupt Orders can be played by players during their ally's turn.
Allied players place all earned and tokens in a common pool, that can be used by both players.

Variant: Playing Solo

When you play this scenario with only 1 player, use all the Special Rules, except **Teamplay** and **Rivalry**.

A round consists of the 5 following phases:
1) Council Phase
2) Player's turn
3) The Devil's turn
4) Corrupted Units turn
5) Camp Phase:

At the beginning of each round, gain 1 Command Order per Character under your control.